

Temple of Exploration

The Temple of Exploration is a majestic, seafaring vessel named *El Viajero Eterno*, eternally journeying to uncharted waters, embodying the spirit of discovery. This unique temple, a ship in perpetual motion, is a blessing for those fortunate enough to encounter it, as it reveals new paths of exploration and adventure. At its helm stands Captain Eduardo Navarro, a figure of legend, who is not only the master navigator but also the high priest of this floating sanctuary. His crew, a devoted band of acolytes, are skilled in the arts of seafaring and ancient rituals, tirelessly working to uphold the temple's sacred mission of exploration and enlightenment.

Temple Locations

The following locations are keyed to the map of the inn, as shown on the facing page.

1—Main Deck: The main deck's wide expanse serves as the heart of the ship's daily operations.

2—Helmsman's Study: This small, intimate study is filled with navigational tools and charts. Here Helmsman el Rojo plots the ship's course.

3—Altar to the Sea God: This sacred altar, adorned with maritime relics and symbols, is a serene space for offering prayers and rituals to the Sea God.

4—Rope, Line, and Anchor Storage: The lower part of the forecabin is a dedicated storage area for coiled ropes, lines, and hefty anchors.

5—Map room: This quiet, lamp-lit chamber is lined with shelves of rolled maps and sea charts.

6—Captain/High Priest's Stateroom: A spacious, elegantly furnished cabin, this stateroom reflects the dual roles of the captain, serving as both his private quarters and a place of spiritual reflection.

7—Captain's Head: The captain's head is a compact, functional space equipped with the essentials for personal grooming and solitude.

8—Cargo Doors: Large, sturdy doors lead from the main deck down to the cargo deck and then to steerage.

9—Forecastle: The forecabin, armed with two powerful ballistae, stands ready to defend the ship, its forward vantage point ideal for surveillance and combat.

10—Stern Castle: The stern castle boasts a formidable catapult as well as the captain's station and ship's wheel.



11—Cargo Hold: Below the main deck, the vast cargo hold stores a wealth of supplies, treasures, and artifacts collected from various lands and adventures.

12—Forward Crew Berthing: Located towards the bow, this area provides simple, communal sleeping quarters for the crew.

13—Galley and Captain's Mess: The ship's galley bustles with the preparation of meals, also serving as the adjacent captain's mess where the crew and captain dine.

14—Pantry: Stocked with provisions, the pantry is a treasure trove of foodstuffs, ensuring sustenance for long voyages across the seas.

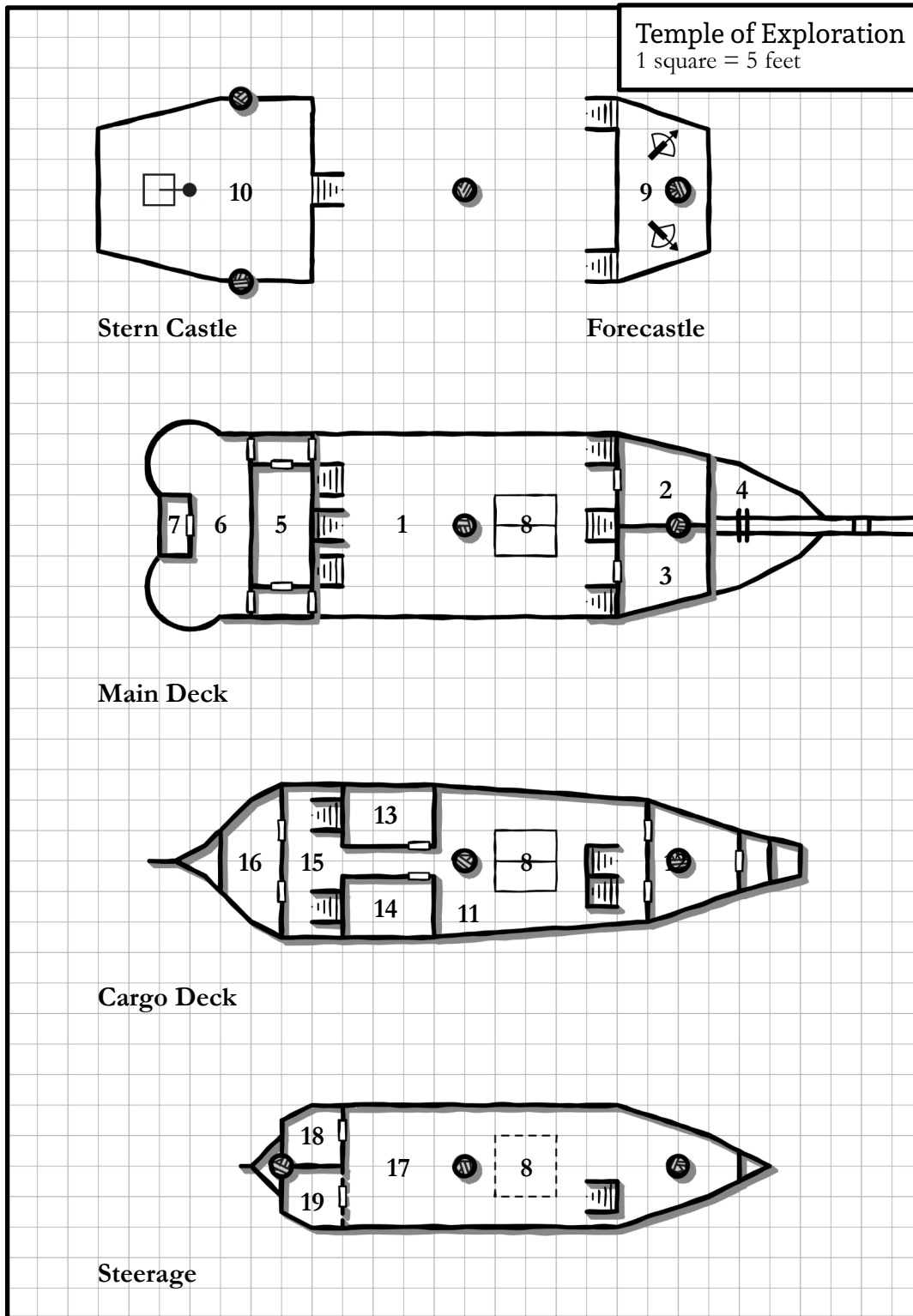
15—Companionway: This corridor connects the cargo hold, galleys, and stairways up to the main deck. It's often used as excess storage.

16—Aft Crew Berthing: Situated at the rear, these berthing quarters provide additional sleeping spaces for crew members, echoing the ship's communal spirit.

17—Steerage Hold: Beneath the cargo hold, the steerage area houses additional storage and equipment, a crucial space for maintaining the ship's operations.

18—Storage: This locked room is used to store important goods, supplies, and treasures. It also holds smokepowder barrels.

19—Brig: The ship's brig, a small, secure area, is used for detaining anyone who disrupts the order or safety of the vessel and its crew.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

Staff

El Viajero Eterno employs the following NPCs.

Captain Eduardo Navarro: Captain Eduardo Navarro, a tall, weathered man with a commanding presence, embodies the spirit of exploration and devotion. As the captain and high priest of the ship, he is responsible for guiding the vessel through uncharted waters, making crucial decisions, and leading sacred rituals. His deep, resonant voice can often be heard recounting tales of distant lands and legendary voyages.

Helmsman Juan el Rojo: Known as Juan el Rojo for his fiery red hair, the ship's helmsman is a vital member of the crew. With a steady hand and keen eye, he navigates the ship through treacherous waters and calm seas alike. His duties include charting courses, maintaining the ship's direction, and advising the captain on navigational matters.

First Mate Isabela Mendoza: Isabela Mendoza, the first mate, is a formidable presence on the ship with her sharp intellect and unwavering dedication. Her responsibilities include overseeing the crew, managing daily operations, and acting as the captain's right hand. Isabela is known for her exceptional swordsmanship, often leading the defense during perilous encounters at sea.

Quartermaster Luisa Gomez: Luisa Gomez, the quartermaster, is the backbone of the ship's logistics and supplies. She ensures that the ship is well-stocked and that equipment is in prime condition. Her duties involve managing provisions, distributing rations, and maintaining inventory. Despite her pragmatic and organized demeanor, Luisa is renowned for her extraordinary talent in celestial navigation, often assisting Juan el Rojo in charting courses by the stars.

Ship's Surgeon Dr. Mateo Cortes: Dr. Mateo Cortes, the ship's surgeon, is a calm and methodical individual, essential to the crew's health and well-being. His responsibilities encompass treating injuries, managing illnesses, and ensuring sanitary conditions aboard. What sets Dr. Cortes apart is his extensive knowledge of herbal remedies and traditional medicine, often using plants and herbs collected from various ports to treat his patients. He keeps a detailed journal of his medical findings and treatments, hoping to contribute to the broader understanding of maritime medicine.

Services

El Viajero Eterno provides the following services.

Guidance for Voyagers: Navarro and the crew offer personalized consultations and blessings for adventurers and sailors, providing them with spiritual guidance and protection for their journeys.

Cartographic Insights: Those who find the ship and earn Juan el Rojo's trust have access to a unique service where they can study rare and ancient maps, gaining insights into unexplored territories and historic navigational routes.

Seafaring Skills Workshops: While in port, Quartermaster Gomez conducts workshops on various seafaring skills, including navigation, knot-tying, and ship maintenance.

Ceremonial Rituals for Safe Passage: Special rituals are performed to invoke the favor of the Sea God, offering protection and safe passage for those about to embark on maritime ventures. Navarro leads the majority of these rituals.

Healing and Medical Aid: Utilizing traditional maritime medicine and some magic, *El Viajero Eterno* provides healing services and medical aid for those afflicted with ailments or injuries, especially those related to sea voyages.

Historical Archives and Storytelling: The ship holds a treasure trove of historical archives and offers storytelling sessions, sharing tales of legendary voyages, explorers, and maritime myths.

Finding *El Viajero Eterno*

The Temple of Exploration is not easy to find. Only the most experienced sailors can locate it, and even then, it takes time and patience. Assuming that the seeker has a ship of their own, they must spend at least one week searching for the ship. At the end of each week searching, the seeker makes the appropriate skill or ability check—assume that the check is moderate difficulty (for example, DC 10 in Fifth Edition or a single success for Year Zero Engine). A success or failure has no effect by itself. On the seeker's fifth success, they encounter *El Viajero Eterno* at sea. The successes don't need to be consecutive. If the seeker fumbles the roll, the number of successes is reset to zero and they must start their search anew.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are seeking or aboard *El Viajero Eterno*.

The Lost Navigator's Map

Rumors have surfaced about a rare, ancient map hidden somewhere aboard *El Viajero Eterno*, said to reveal the location of a long-lost island teeming with untold riches and ancient secrets. Captain Navarro seeks brave adventurers to locate and decipher this map, promising a share of whatever treasures they might find on the island.

The Phantom Ship Crisis

Mysterious ghost ships have been appearing and disappearing in the waters near the temple's current location, causing havoc and disappearing crews. Captain Navarro enlists the help of adventurers to investigate these apparitions, suspecting they are linked to an ancient curse that can only be lifted by a sacred ritual performed at sea.

The Sea God's Relic

A sacred artifact, vital to the worship of the Sea God, has been stolen from the altar aboard *El Viajero Eterno*. The ship's crew needs discreet and skilled individuals to track down the thief, recover the relic, and return it before the next high tide, as its absence could anger the Sea God and bring misfortune upon the ship.

The Merfolk Alliance

Captain Navarro has been seeking to establish a peaceful alliance with a reclusive merfolk tribe, known to possess deep knowledge of the ocean's secrets. He requires a group of diplomatic and brave adventurers to serve as emissaries, negotiate terms, and participate in a ceremonial exchange to seal the alliance.

Monkey Pandemic

After docking at a tropical island, *El Viajero Eterno* is overrun by a troop of mischievous, unusually intelligent monkeys, leading to chaos and the potential activation of magical artifacts they steal. Captain Navarro enlists adventurers to safely capture the monkeys, uncovering a deeper mystery linking them to an ancient temple on the island.

Random Encounters

Every four hours the characters are onboard *El Viajero Eterno*, roll a d20. On a result of 18 or 20, a random encounter or event occurs. Roll a d10 to determine what happens.

TEMPLE OF EXPLORATION ENCOUNTERS

d10	Encounter
1	A sudden, fierce storm hits the ship, challenging the crew and passengers to work together to navigate through perilous, churning waves.
2	The crew discovers a stowaway hiding in the cargo hold, claiming to be fleeing from a notorious pirate lord and seeking refuge.
3	During a quiet night, a group of playful dolphins swims alongside the ship, seemingly guiding it towards a hidden cove filled with ancient ruins.
4	The ship encounters a floating market, a collection of small boats and rafts.
5	A crew member falls gravely ill with a mysterious sickness.
6	A spectral figure appears on the deck during a full moon, whispering cryptic clues about a hidden treasure on a nearby deserted island.
7	The ship sails through a dense fog bank, emerging near an uncharted island that doesn't appear on any of the ship's maps.
8	The characters witness a tense argument between two crew members, escalating into a challenge of a duel that threatens to disrupt the harmony aboard.
9	A sudden infestation of strange, luminescent sea creatures envelops the ship, affecting the navigation instruments and causing eerie occurrences.
10	The characters are invited to a secret meeting by a group of crew members plotting a mutiny against Captain Navarro, forcing them to choose sides.